

PATENT ABSTRACTS OF JAPAN

(11)Publication number : 09-173645

(43)Date of publication of application : 08.07.1997

(51)Int.Cl.

A63F 9/22
A63F 9/00

(21)Application number : 08-347610

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(22)Date of filing : 26.12.1996

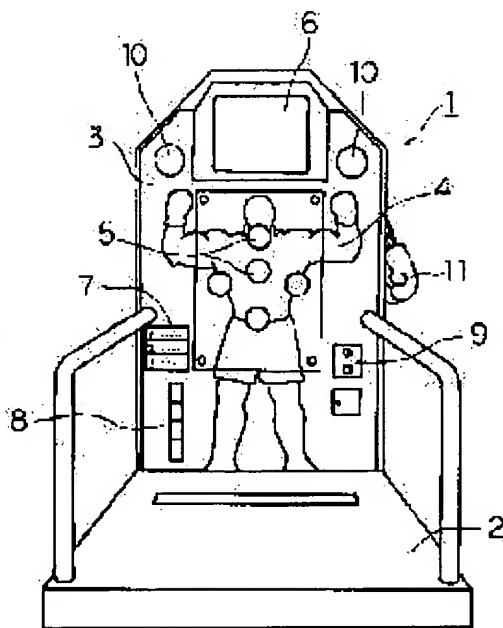
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(54) GAME DEVICE

(57)Abstract:

PROBLEM TO BE SOLVED: To enjoy a boxing game without the need of a complicated large-sized operation lever by attaching a hitting buffer body to the supporting means of the height of a person, providing plural hitting detection means for detecting hitting, judging match conditions from the detection signals and changing video information.

SOLUTION: When a coin is fed, a gong is rung, a game is started and an opposite boxer is displayed on a CRT monitor, takes a fighting pose and excites a player. Then, when the player looks at the motion of the opposite boxer and sends out a punch aiming at a part with an opening to attack, in the case that a hitting detection switch is turned ON, the video image of the opposite boxer is changed to the video images of receiving a damage and life display is increased. On the other hand, when the punch attacking the opening is not made, the punch of the opposite boxer comes, the life display is decreased, and when the life display becomes zero, the down image of the player is projected on the CRT monitor and the game is ended.



LEGAL STATUS

[Date of request for examination] 27.12.1996

[Date of sending the examiner's decision of rejection] 08.12.1998

[Kind of final disposal of application other than the examiner's decision of rejection or application converted registration]

[Date of final disposal for application]

[Patent number]

[Date of registration]

[Number of appeal against examiner's decision of rejection]

[Date of requesting appeal against examiner's decision of rejection]

[Date of extinction of right]

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 CLAIMS

[Claim(s)]

[Claim 1] Game equipment characterized by providing the following. Support means like the height of the person supported by the pedestal. The assault buffer to which a partner boxer's picture attached in these support means was given. Two or more assault detection meanses to detect the assault to a partner boxer's picture which prepared along with this assault buffer and was given to this assault buffer. Control means to which it **** to this image information, the detecting signal from an assault detection means is detected, a game situation is judged, and image information is changed while emitting the image information beforehand recorded as the graphic display means which it was supported by the aforementioned pedestal and established above this **** buffer for this graphic display means.

[Claim 2] Game equipment equipped with the support means supported by the pedestal, the object object which was attached in these support means and which receives the input from a play person, a detection means detect the input situation over this object object, and the control means to which the detecting signal from the aforementioned detection means is detected, and the aforementioned image information is changed while emitting the image information beforehand recorded as the graphic display means for this graphic display means.

[Claim 3] Game equipment according to claim 2 with which the aforementioned object object is perpendicularly set up to the aforementioned pedestal, and the aforementioned detection means is constituted possible [detection] to the input with the variation rate of the height direction to this object object.

[Claim 4] It is game equipment according to claim 3 with which the detecting element to which the aforementioned detection means can detect the input to the aforementioned object object is prepared in two or more preparations and each of this detecting element along the height direction of this object object.

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DETAILED DESCRIPTION

[Detailed Description of the Invention]

[0001]

[Industrial Application] this invention relates to the game equipment using the CRT display which simulated especially boxing.

[0002]

[Description of the Prior Art] Conventionally the boxing game equipment by JP,1-56289,U Form a CRT monitor in the upper part of the ** type housing like people's height, and partner's boxer's image is projected on a CRT screen. The spare time of the partner boxer to whom an operator projects operation, such as a hook, a straight, jab, and a body blow, on this CRT monitor is seized on. Before and after projecting to the front in the middle of game equipment and preparing, it was what is performed by operating the control lever of the two right and left supported by the rockable up and down.

[0003]

[Problem(s) to be Solved by the Invention] However, with the above-mentioned boxing game equipment, since the excessive force joins operation in ** for a ***** reason, in order to be equal to punch of actual boxing at the intensity, the mechanism of a control lever was complicated and large-sized. Therefore, if a control lever should have broken, repair is serious and might pull up game equipment as it was.

[0004] Since the position of a control lever was furthermore decided beforehand, when it was not people with a certain amount of height, it was difficult to operate a control lever freely, and the low child of the back was not fully able to operate it especially.

[0005] Then, in this invention, the input for boxing is simplified more, and even if repair is easy even if it breaks down, and the back is low, it aims at offering the game equipment whose operation is possible, especially boxing play equipment.

[0006]

[Means for Solving the Problem] In order to attain the aforementioned purpose, invention concerning this application The support means which consist of a board member prepared in the support pillar like the height of the person supported by the pedestal, it is characterized by establishing two or more assault detection meanses to detect the assault to a partner boxer's picture which prepared along with an assault buffer and these assault *****, such as a mat object to which a partner boxer's picture attached in these support means was given, and was given to this assault buffer.

[0007] And while emitting image information recorded beforehand, such as graphic display meanses which it was supported by the aforementioned pedestal and established above this assault buffer, such as CRT, a projection scree and - N, and a liquid crystal display, and ROM, a videodisk, for this graphic-display means, it is boxing game equipment which consisted of control means to which this image information is interlocked with, the detecting signal from an assault detection means is detected, a game situation is judged, and image information is changed.

[0008] furthermore, invention concerning this application was supported by the pedestal -- with the support means

like people's height preferably while emitting the image information beforehand recorded as the object object which was attached in these support means, and which receives the input from a play person, a detection means to detect the input situation over this object object, and the graphic display means for this graphic display means it is characterized by being game equipment equipped with the control means to which the detecting signal from the aforementioned detection means is detected, and the aforementioned image information is changed.

[0009] In the suitable operation gestalt, the aforementioned object object is perpendicularly set up to the aforementioned pedestal, and is constituted possible [detection] to the input in which the aforementioned detection means had the variation rate of the height direction to this object object.

[0010] Furthermore, with other suitable operation gestalten, the detecting element to which the aforementioned detection means can detect the input to the aforementioned object object is prepared in two or more preparations and each of this detecting element along the height direction of this object object.

[0011] According to the above-mentioned game equipment, a partner boxer's animation image is projected on a graphic display means by control means, and a player performs boxing with a partner boxer in accordance with a partner boxer's animation image. And if a portion with the spare time of the picture of an assault buffer to which a boxer's picture which saw a partner boxer's spare time and was supported by the pedestal was given is able to be punched and it is able to let out punch with a partner boxer's animation image, and sufficient timing, an assault detection means will detect; a detecting signal will be sent to control means, it will judge in control means, and the following animation image will be projected on a graphic display means.

[0012]

[Embodiments of the invention] When - example of this invention is explained in detail based on a drawing, drawing 1 is the front view of the boxing game equipment of this invention. The pedestal 2 of the rectangle of the size which is like [in which a one adult appears and footwork of boxing can do boxing game equipment 1 lightly], and behind this pedestal, Tatebe 3 of the rectangle of the size like a tatami is set up by the width of face of this pedestal 2.

[0013] The picture 4 of the boxer which is raising both hands is given to the Tatebe transverse plane. The target 5 is formed in a boxer's face section, a thorax, both the flank section on either side, and the abdomen. The CRT monitor 6 turns an image display side to a transverse plane, and is formed in a boxer's upper part.

[0014] The rank display 7 and the life display 8 are formed in the left lateral of a boxer's picture 4, and the coin equipment 9 which consists of a coin slot and a coin-return assembly is formed in the right lateral. The loudspeaker 10 is formed in a CRT monitor's right and left. The boxing globe 11 is formed in Tatebe's 3 right-hand side, and a player inserts this boxing globe 11 in a hand, and performs a game.

[0015] Drawing 2 is the perspective diagram of boxing game equipment, the amount of [of Tatebe's 3 boxer] body part is crevice 3a at the shape of a rectangle, and the dogged assault pilot switch 12 for assault detection which detects pressures, such as a push button formula, is formed in the portion which hits right behind [of a target 5], respectively. Screw stop fixation of the mat object 13 which has a gymnastic mat and the elasticity of structure [like / almost] is carried out in four corners with the ***** form at this crevice 3a at Tatebe 3.

[0016] In the above-mentioned example, although the rank display 7 and the life display 8 were separately formed with the CRT monitor 6, these may not be prepared separately but you may display on the CRT monitor 6 collectively. Furthermore, the assault pilot switch 12 may be formed in the front face of the mat object 13, and, as for this place **, it is desirable to wear the front face of the assault pilot-switch object 12 with thick cloth etc. so that it may not be injured, when it assaults. Moreover, in the case where the assault pilot-switch object 12 is soon formed in the front face of the mat object 13, if it is made the switch object which made the circumference the shape of a ring and enabled blink of this ring of it, a player can be told about the timing of punching by making the ring of the switch object which corresponds according to the spare time of the partner boxer reflected in the CRT monitor 6 turn on.

[0017] The flank cross section showing the internal structure of boxing game equipment is shown in drawing 3. A boxer's picture 4 is given to the mat object 13, and the target 5 is given to a head, a thorax and the flank section

on either side, and the abdomen. The itabe material 14 of the aforementioned crevice 3a inside which fixed this mat object 13 was attached in the support pillar 16 through the buffer 15 by hard rubber, and this support pillar 16 has fixed it in the floor plate section 18 through the buffer 18 by hard rubber. therefore -- although the mat object 13 fixes in the floor plate section 18 -- this board -- the support pillar 16 is also further attached in the support pillar 16 through the buffer 17 through the buffer 15 at the floor plate section 18, and the member 14 is made into the structure which buffers the shock were shocked with the mat object 13, and has the structure of being hard to tell a shock at the CRT monitor 6 grade prepared for Tatebe 3

[0018] As shown in drawing 1 or 3, the target 5 and the assault pilot switch 12 as an input means are arranged along Tatebe's 3 height direction, and can set the target 5 of a bottom as the range which a child's hand reaches.

[0019] The block diagram of the control system of boxing game equipment is shown in drawing 4. If coin equipment 9 detects an injection of coin, a coin detecting signal will be sent to the game control section 19. The assault detecting signal from the assault pilot switch 12 is sent to the game control section 19. From the game control section 19, each signal is sent to the CRT monitor 6, a loudspeaker 10, the rank display 8, and the life display 9.

[0020] The game control section 19 comes out and carries out a mosquito to the CRT monitor 6 and a loudspeaker 10 based on the information signal beforehand prepared for ROM or the videodisk, and advances a boxing game based on the detecting signal from the assault pilot switch 12.

[0021] The flowchart of boxing game equipment is shown in drawing 5. First, it starts by turning on this boxing game equipment (Step 1), and the display of a game name and an ad BATAIZU image are projected on a CRT monitor (Step 2). And if it returns to Step 2 and coin is thrown in until there is a coin injection from coin equipment (Step 3), a gong will sound (Step 4) and it will become a game start. A partner boxer is displayed on the CRT monitor 1, a FAITENGU pose is made, and a player is provoked (Step 5).

[0022] Next, the image a partner boxer's image attacks by carrying out punching operation projects (Step 6). ~~if a player serves as punch which lets out punch-aiming at **** which sees operation of a partner boxer and has spare time (Step 7), and gives a brilliant partner boxer a damage it changes to the image from which a partner boxer's image obtained the damage (Step 8), it judges how the inside of the time limit which a life display increases, and body mosquitoes increase in number (Step 9), and is defined beforehand next is (Step 10), and if it becomes in the time limit, it will return to Step 6!~~

[0023] Moreover, if it cannot let out the punch which attached a partner's spare time at Step 7, the partner boxer's 1 punch will enter and a life display will decrease (Step 11). if -- a life display -- zero -- becoming (Step 12) -- the down picture of a player projects on a CRT monitor (Step 13), and an end gong sounds (Step 14)

[0024] If the life is not zero at Step 12, judge whether it is the inside of the time limit defined beforehand (Step 10), if it is in a question at the time of a limit, will return to Step 6, continue a boxing game, and if it is a question at the time of a limit Sound an end and a gong (Step 14) and a game is judged in a game control section from an old waging-war situation. The judgment picture which raises a boxer's hand that the referee appeared and won the CRT monitor comes out (Step 15), the ranking display of a player is made (Step 16), and it becomes a game end (Step 17), and returns to Step 2.

[0025] Since it lets out punch, choosing the target of a partner boxer's body, not being connected with a score but judging the situation like actual boxing by the above-mentioned composition with the boxing game equipment concerning an operation form as stated above, if a partner boxer's movement projected on a CRT monitor is judged and it does not let out punch, the element of diplomacy of boxing can enter and a feeling of tension peculiar to boxing can be tasted.

[0026] Moreover, since it turns out where a target should just knock since the partner boxer is given, if he is a target which a child also has in the range which a hand reaches, he can knock. Since there is furthermore no movable portion, there is little failure, and there is also no fear of being injured since an assault portion is a mat, it is very safe and an interested boxing game can be performed.

[0027]

[Effect of the invention] Alter operation for boxing play can be performed, for example, without needing the complicated and large-sized control lever which bears intensity according to this invention. Moreover, since the detection means is constituted possible [detection] to the input with the variation rate of the height direction to an object object, even if a play person's back is low, the game equipment whose operation is possible, especially boxing play equipment can be offered.

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DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]

[Drawing 1] It is the front view of the boxing game equipment of this invention.

[Drawing 2] It is the perspective diagram of boxing game equipment.

[Drawing 3] It is a flank cross section showing the internal structure of boxing game equipment.

[Drawing 4] It is the block diagram of the control system of boxing game equipment.

[Drawing 5] It is **** about the flow chart of boxing game equipment.

[Description of Notations]

1 Boxing Game Equipment

2 Pedestal

3 Tatebe

4 Boxer's Picture

5 Target

6 ORadiographic Monitor

7 Rank Display

8 Life Display

9 Coin Equipment

10 Loudspeaker

11 Boxing Globe

12 Assault Pilot Switch

13 Mat Object

14 Itabe Material

15 Buffer

16 Support Pillar

17 Buffer

18 Floor Plate Section

19 Game Control Section

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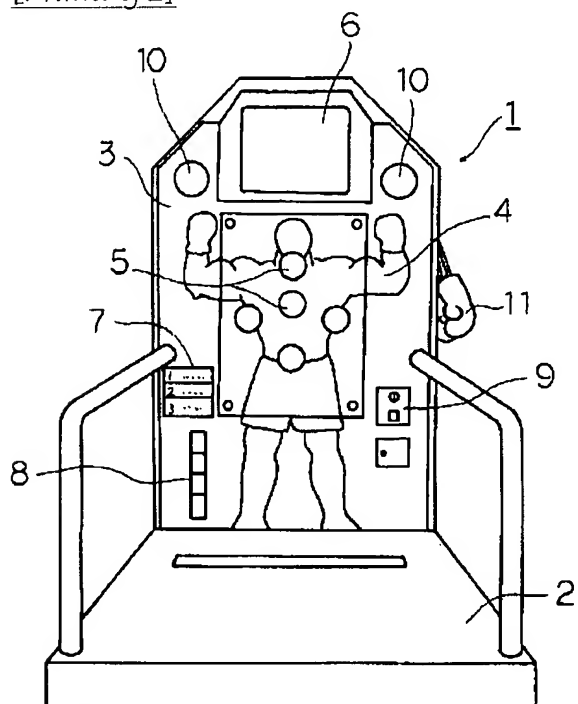
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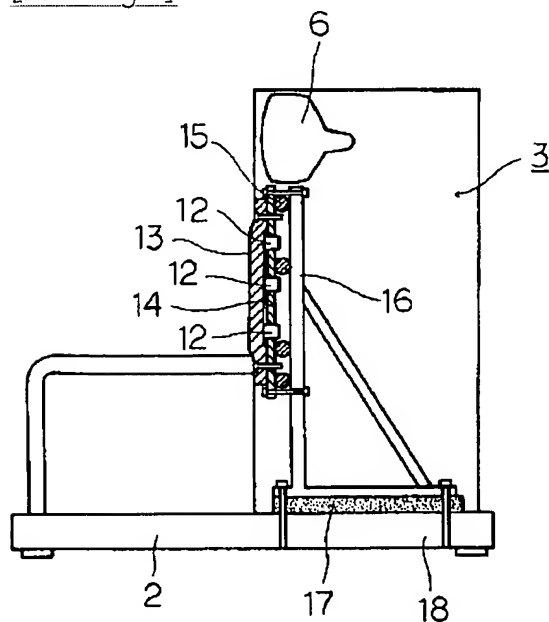
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DRAWINGS

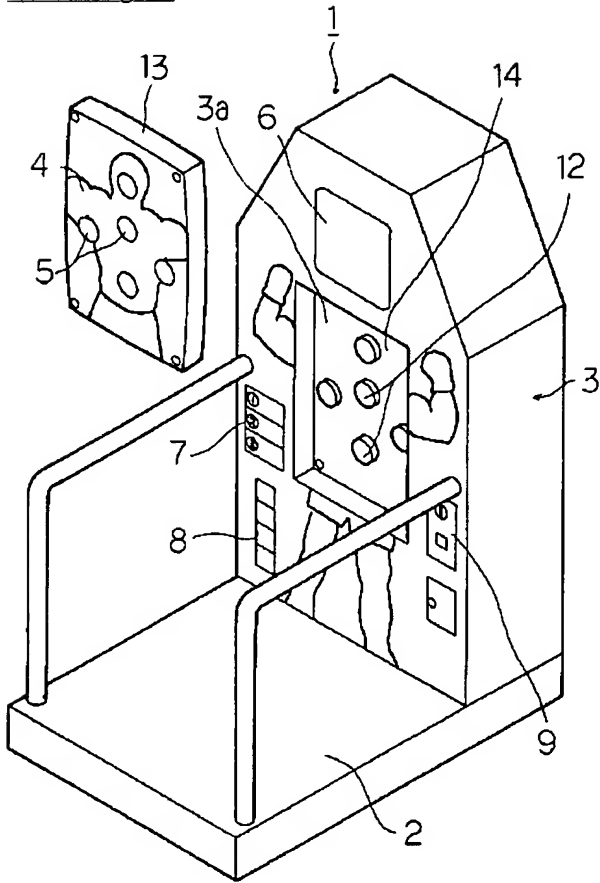
[Drawing 1]



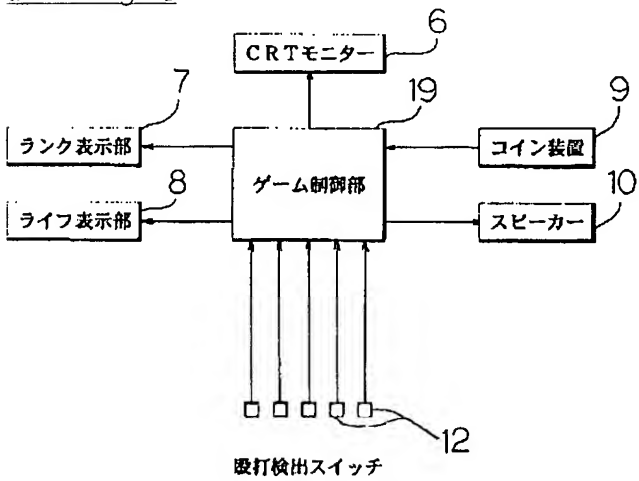
[Drawing 3]



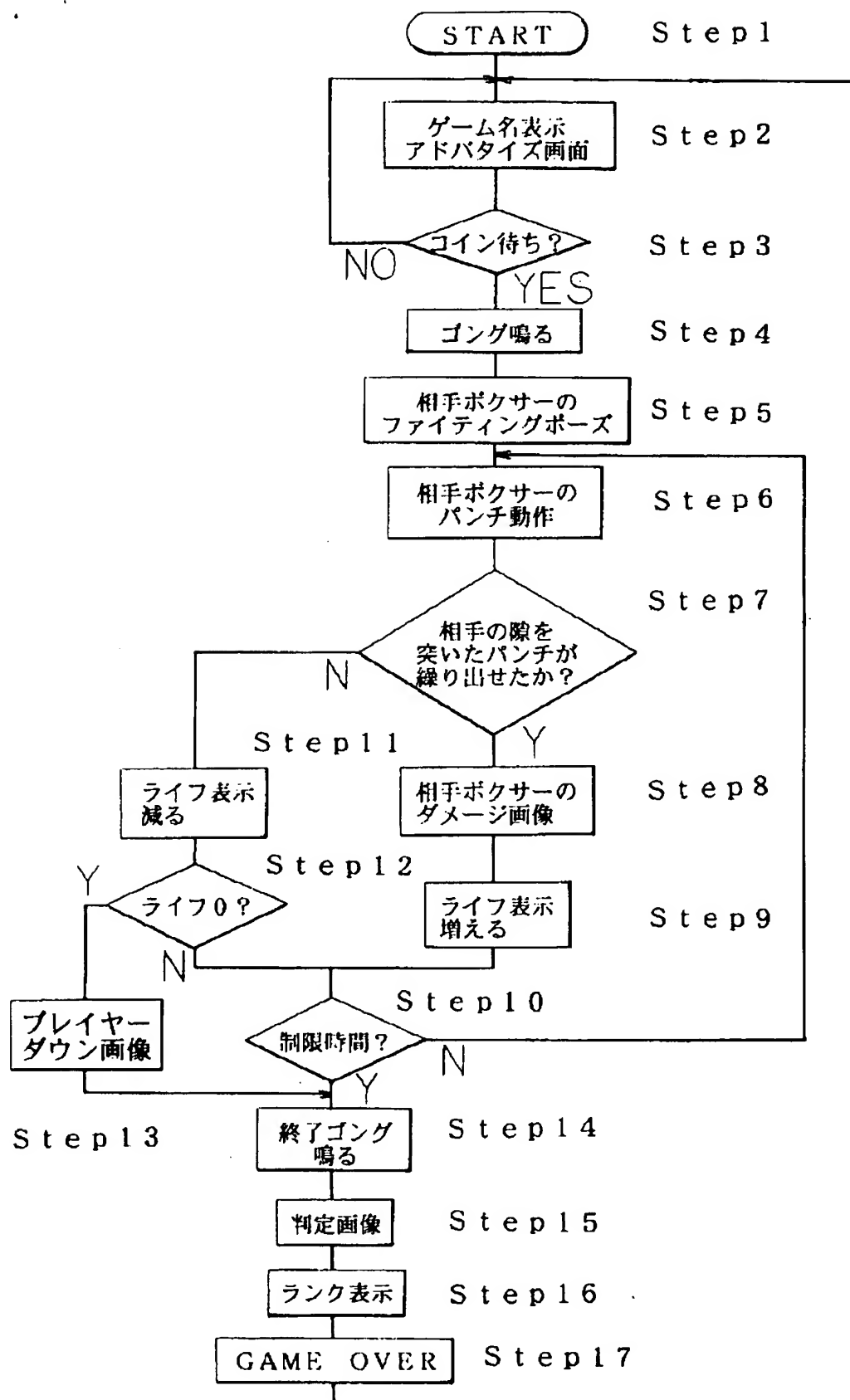
[Drawing 2]



[Drawing 4]



[Drawing 5]



[Translation done.]